

Purple Mash Units by Year Group

Year 1

Digital Literacy	Computer Science	Information Technology
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Unit	1.1 Online Safety and Exploring Purple Mash	1.2 Grouping and Sorting	1.4 Lego builders	1.3 Pictograms	1.5 Maze Explorers	1.6 Animated Story Books	1.7 Coding	1.8 Spreadsheets	1.9 Technology outside school
Threshold Concept	Use technology safely and respectfully	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Understand what algorithms are;	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Recognise common uses of information technology beyond school
Number of Lessons	4	2	3	3	3	5	6	3	2
Curriculum links	Purple Mash	Maths Science	Art English Science	Maths Science Geography	Geography – mapping English	English Geography History	Follows the T4W structure of scaffolding learning	Maths	History (Tim Barnard Lee)

Purple Mash Units by Year Group

Year 2

Digital Literacy	Computer Science	Information Technology
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Unit	Unit 2.2 Online Safety	Unit 2.3 Spreadsheets	Unit 2.6 Creating Pictures	Unit 2.1 Coding	Unit 2.4 Questioning	Unit 2.5 Effective Searching	Unit 2.8 Presenting Ideas	Unit 2.7 Making Music
Threshold Concept	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs.	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Recognise common uses of information technology beyond school	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Use technology purposefully to create, organise, store, manipulate and retrieve digital content
Number of Lessons	3	4	5	5	5	3	4	3
Curriculum links	Communication Emails	Maths Money Budgeting project	Art project – link with art unit	Geography English Maths	Science sorting and classifying Geography Maths	Humanities Research	English Humanities Science	Music – link with creating in specialist lessons

Purple Mash Units by Year Group

Year 3

Digital Literacy	Computer Science	Information Technology
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Unit	Unit 3.2 Online Safety	Unit 3.3 Spreadsheets	Unit 3.1 Coding	Unit 3.4 Touch-Typing	Unit 3.5 Email (including email safety)	Unit 3.6 Branching Databases	Unit 3.7 Simulations	Unit 3.8 Graphing	Unit 3.9 Using Microsoft PowerPoint (Optional Unit)
Threshold Concept	Use search technologies effectively, appreciate how results are selected and ranked. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals
Number of Lessons	3	3	6	4	6	4	3	3	6
Curriculum links	Passwords Fact checking – humanities English – webpage Science PSHE	Maths Creating graphs from data - geography weather	Science – variables Maths repetition	Skill based	Communication English Author communication	Classifying and sorting – science	Science Design	Maths – investigations	Powerpoint presentation History Geography Lyfta English Maths

Purple Mash Units by Year Group

Year 4

Digital Literacy	Computer Science	Information Technology
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Unit	Unit 4.2 Online Safety	Unit 4.3 Spreadsheets	Unit 4.1 Coding	Unit 4.4 Writing for Different Audiences	Unit 4.5 Logo	Unit 4.6 Animation	Unit 4.7 Effective Searching	Unit 4.8 Hardware Investigators
Threshold Concept	Understand computer networks, including the Internet Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems Use logical reasoning to explain how some simple algorithms work	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	Use sequence, selection and repetition in programs Use logical reasoning to explain how some simple algorithms work	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	Understand computer networks, including the Internet Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Understand computer networks, including the Internet
Number of Lessons	4	5	6	5	4	3	3	2
Curriculum links	PSHE English Humanities	Geography – weather data	Maths Geography Science	English Journalism Campaigns School Council RRS Lyfta	Art and design Wallpaper patterns Maths	Animations linked to English, science – growth, life cycles, geography weather, volcanoes earthquakes	History Geography Science Art	English

Purple Mash Units by Year Group

Year 5

Digital Literacy	Computer Science	Information Technology
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Unit	Unit 5.2 Online Safety	Unit 5.3 Spreadsheets	Unit 5.1 Coding	Unit 5.4 Databases	Unit 5.5 Game Creator	Unit 5.6 3D Modelling	Unit 5.7 Concept Maps	Unit 5.8 Microsoft Word (Optional Unit)
<p>Threshold Concept</p> <p>ONGOING</p> <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to</p>	Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Number of Lessons	3	6	6	4	5	4	4	8
Curriculum links	PSHE Humanities research	Maths measurement	Maths Quizzes Fast maths	Humanities Maths Science	English – storyboarding PSHE RE	Art and Design Transport – history Buildings	History Geography English Revision	Link with publishing over the year

Purple Mash Units by Year Group

Year 6

Digital Literacy	Computer Science	Information Technology
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Unit	Unit 6.2 Online Safety	Unit 6.1 Coding	Unit 6.3 Spreadsheets	Unit 6.4 Blogging	Unit 6.6 Networks	Unit 6.5 Text Adventures	Unit 6.7 Quizzing
<p>Threshold Concept ONGOING</p> <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact technologies effectively; appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p>	<p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact technologies effectively; appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p>	<p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>Use sequence, selection and repetition in programs; work with variables and various forms of input and output.</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>	<p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p>Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</p> <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p>	<p>Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</p>	<p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>	<p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>
Number of Lessons	3	6	5	4	3	5	6
Curriculum links	PSHE	English Maths Humanities Art & Design	Maths – probability Science – risk PSHE – risk	English PSHE School Council RRS Art & Design	Tim Berners-Lee History – changes within lifetime	English Geography – maps	Maths Humanities Link to retrieval quizzes in subjects Science Art & Design Fundraising



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